Daniel Bassin UI/UX designer

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EXPERIENCE		SKILLS
2022 - 2024	Ul product designer at Beach Bum (gaming), Ra'anana, Israel	• UI design
	 Conducting a full design cycle from collecting inspiration to creating a pixel-perfect UI for all states and scenarios, and delivering to developers. 	Concept artWireframing
	 Daily collaborating with product managers, developers, and art team members to define, design, and display extraordinary designs. 	PrototypingBranding
	 Create fun, playful, intuitive, cohesive look & feel designs for new features. 	-
	 Brainstorming with the art director to design new casual-style screens and UI elements. 	TOOLS
	 Using artificial intelligence with Midjourney to create illustrated backgrounds and characters that are part of the game screens and features' layouts. 	 Photoshop
		 Illustraitor
2020 - 2022	Freelance UI designer, Ramat Gan, Israel	 Midjourney
2018 - 2020	Receptionist at Rimonim Tower hotel, Ramat-Gan, Israel	• Adobe XD
2016 - 2018	Retail store manager at "Castro", Givatayim, Israel	• Figma
		Axure
FRUGATION		 Wordpress
EDUCATION		• Elementor
2021 - 2022	UX advanced studies at NETCRAFT ACADEMY, Bnei-Brak, Israel	• Miro
	 Learning work methodologies in UX research. Analyzing data and insights from Google Analytics and Google Forms. Using Axure software to create high-fidelity wireframes and prototypes. 	• Jira
2020 - 2021	UI/UX studies at NETCRAFT ACADEMY, Bnei-Brak, Israel	
	 Creating brand guidelines and design systems that will accompany the interface. Building colorful and fully functional working prototypes, using 	
	TO CALL ME	

ABOUT ME

Figma / Adobe XD.

A passionate, **adaptable**, detail and goal-oriented professional who advocates continuous learning and **improvement**.

• Design responsive interfaces for high **usability** on all devices.

I believe that collaborative **teamwork** is instrumental to **problem-solving** and achieving **business goals**.

Turning **innovative solutions** and concepts into functional designs is my way to create products that **resonate with people**.